

Hergé's Adventurers – A Company for In Her Majesty's Name

Introduction

This bold band are dedicated to fighting crime in France and across her colonies. Their unconventional methods and derring-do have earned them a heroic reputation, the support of the French people and, more importantly, the respect of the Gendarmerie.

Hergé is a young freelance reporter who works mostly for La Monde and is assisted by his brave little terrier Sooty. Amongst his regular companions are:

- Captain Mackerel, a tough English seaman who works best when he is drunk, and
- The Cocteau Twins, once members of the Sureté, but now Private Detectives.

Captain John Mackerel was the victim of mutiny by his crew and only regained his ship with the assistance of Hergé.

Pierre Cocteau lost a leg and Jean an arm foiling a bomb plot in the Marseilles Docks. Hergé rescued them from the burning building in which they were trapped.

Whenever he is on French territory he usually has the active support of the local Gendarmerie. These brave men follow the reports of his exploits in the Crime Column of La Monde and regard him as their mascot.

| Figure | Pluck | FV | SV | Speed | Cost | Talents/Powers | Basic Equipment |
|------------------|-------|----|----|-------|------|--------------------------------------|--|
| Hergé | 2+ | +2 | +3 | +1 | 48 | Leadership +2, Erudite Wit, Fearless | Lined coat, pistol |
| Sooty | 3+ | +1 | +0 | +1 | 24 | Fearless | Bite (fighting knife) |
| Captain Mackerel | 3+ | +4 | +1 | +0 | 41 | Tough, Numb | Lined coat, pistol, fighting knife |
| Pierre Cocteau | 4+ | +1 | +2 | +0 | 24 | | Lined coat, pistol, nightstick, all electric limb prosthesis |
| Jean Cocteau | 4+ | +2 | +1 | +0 | 24 | | Lined coat, pistol, nightstick, all electric limb prosthesis |
| Gendarmes | 5+ | +1 | +1 | +0 | 11 | | Lined coat, pistol, nightstick |

Options

- The Cocteau Twins can take a flamethrower (+11 points).
- Any member of Hergé's Adventurers, except Sooty, can take a Carbine (+5 points).
- Any Gendarme with a carbine can take the Marksman Talent (+5 points).
- Captain Mackerel can take sticks of dynamite - explosive grenades (+6 points each).

